

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings of claims in the application:

**Listing of Claims:**

- 1                   1.       (Previously presented) A system for positive-return gambling,  
2 comprising:  
3                   at least one token account for tracking tokens associated with a first one of a  
4 plurality of players;  
5                   a gambling game apparatus, coupled to the at least one token account, configured  
6 to award tokens and to credit and debit the at least one token account, the gambling game  
7 apparatus providing a statistically positive token return to the players; and  
8                   a token conversion module for converting tokens according to a token value  
9 determined based on a total number of tokens in a set of tokens, wherein a total value of all  
10 tokens in the set of tokens is constant, and wherein the total value of all tokens is derived from a  
11 source other than the players.
- 1                   2.       (Original) The system of claim 1, wherein the token conversion module  
2 comprises a lottery module for randomly selecting at least one token from the set of tokens, and  
3 awarding at least one predefined prize to a player whose account contains the selected token.
- 1                   3.       (Original) The system of claim 1, wherein the token conversion module  
2 determines a cash value for each token by dividing a predetermined cash award by the number of  
3 tokens in the set of tokens.
- 1                   4.       (Original) The system of claim 3, further comprising a payout module,  
2 coupled to the token conversion module, for paying at least a subset of the players the cash value  
3 of at least a subset of the tokens in the player's token account.
- 1                   5.       (Original) The system of claim 1, wherein the set of tokens comprises all  
2 tokens awarded to all players.

1                   6.       (Original) The system of claim 1, wherein the set of tokens comprises all  
2 tokens awarded within a defined time period.

1                   7.       (Original) The system of claim 1, further comprising an account  
2 initializer, coupled to the at least one token account, for awarding an initial quantity of tokens to  
3 each player.

1                   8.       (Original) The system of claim 1, wherein the token conversion module  
2 converts tokens at the expiry of a predetermined time period.

1                   9.       (Original) The system of claim 1, wherein the gambling game apparatus  
2 presents a gambling game to be played by a player, and credits and debits the player's token  
3 account based on the play of the player.

1                   10.      (Original) The system of claim 9, wherein the gambling game comprises  
2 one selected from the group consisting of:

3                   video poker;

4                   slot machine;

5                   blackjack;

6                   roulette;

7                   sports pool;

8                   sports book;

9                   keno;

10                  bingo; and

11                  solitaire.

1                   11.      (Original) The system of claim 9, wherein the gambling game comprises  
2 a casino game that is modified to increase payout sufficiently to provide a statistically positive  
3 return to players.

1                   12.     (Original) The system of claim 9, wherein the token conversion module  
2     converts tokens after a predetermined number of definable units of gameplay.

1                   13.     (Original) The system of claim 12, wherein each definable unit of  
2     gameplay comprises a game.

1                   14.     (Original) The system of claim 1, wherein each token account is  
2     persistent over at least two gaming sessions.

1                   15.     (Original) The system of claim 1, wherein each token account expires  
2     after a predetermined time period.

1                   16.     (Original) The system of claim 1, wherein the gambling game apparatus  
2     comprises a network-enabled user interface for accepting input and providing output across a  
3     network.

1                   17.     (Original) The system of claim 16, wherein the network comprises the  
2     Internet.

1                   18.     (Original) The system of claim 1, wherein the gambling game apparatus  
2     comprises an automated game machine.

1                   19.     (Original) The system of claim 1, wherein the gambling game apparatus  
2     comprises a human dealer.

1                   20.     (Previously presented) A method of providing positive-return gambling,  
2     comprising:  
3                   awarding an initial quantity of tokens to at least one player;  
4                   crediting and debiting at least one player with tokens responsive to the gameplay  
5     of the player in a gambling game, the gambling game providing a statistically positive token  
6     return to players; and

7                    converting tokens according to a token value determined based on a total number  
8                    of tokens in a set of tokens, wherein a total value of all tokens in the set of tokens is constant,  
9                    and wherein the total value of all tokens is derived from a source other than the players.

1                    21.     (Original) The method of claim 20, wherein converting tokens comprises  
2                    randomly selecting at least one token from the set of tokens, and awarding at least one  
3                    predefined prize to a player having the selected token.

1                    22.     (Original) The method of claim 20, wherein converting tokens comprises  
2                    determining a cash value for each token by dividing a predetermined cash award by the number  
3                    of tokens in the set of tokens.

1                    23.     (Original) The method of claim 22, further comprising paying at least a  
2                    subset of the players the cash value of at least a subset of the tokens in the player's token  
3                    account.

1                    24.     (Original) The method of claim 20, wherein the set of tokens comprises  
2                    all tokens awarded to all players.

1                    25.     (Original) The method of claim 20, wherein the set of tokens comprises  
2                    all tokens awarded within a defined time period.

1                    26.     (Original) The method of claim 20, wherein the step of converting tokens  
2                    is performed at the expiry of a predetermined time period.

1                    27.     (Original) The method of claim 20, wherein the gambling game  
2                    comprises one selected from the group consisting of:

3                    video poker;

4                    slot machine;

5                    blackjack;

6                    roulette;

7                    sports pool;

8 sports book;  
9 keno;  
10 bingo; and  
11 solitaire.

1 28. (Original) The method of claim 20, wherein the gambling game  
2 comprises a casino game that is modified to increase payout sufficiently to provide a statistically  
3 positive return to players.

1 29. (Original) The method of claim 20, wherein the step of converting tokens  
2 is performed after a predetermined number of definable units of gameplay.

1 30. (Original) The method of claim 29, wherein each definable unit of  
2 gameplay comprises a game.

1 31. (Original) The method of claim 20, wherein tokens are persistent over at  
2 least two gaming sessions.

1 32. (Original) The method of claim 20, wherein tokens expire after a  
2 predetermined time period.

1 33. (Original) The method of claim 20, wherein the gambling game is  
2 implemented using a network-enabled user interface for accepting input and providing output  
3 across a network.

1 34. (Original) The method of claim 33, wherein the network comprises the  
2 Internet.

1 35. (Original) The method of claim 20, wherein the gambling game is  
2 implemented on an automated game machine.

1 36. (Original) The method of claim 20, wherein the gambling game is  
2 administered by a human dealer.

1                   37.     (Previously presented) A computer-readable medium comprising  
2 computer-readable code for providing positive-return gambling, comprising:  
3                   computer-readable code adapted to award an initial quantity of tokens to at least  
4 one player;  
5                   computer-readable code adapted to credit and debit at least one player with tokens  
6 responsive to the gameplay of the player in a gambling game, the gambling game providing a  
7 statistically positive token return to players; and  
8                   computer-readable code adapted to convert tokens according to a token value  
9 determined based on a total number of tokens in a set of tokens, wherein a total value of all  
10 tokens in the set of tokens is constant, and wherein the total value of all tokens is derived from a  
11 source other than the players.

1                   38.     (Original) The computer-readable medium of claim 37, wherein the  
2 computer-readable code adapted to convert tokens comprises computer-readable code adapted to  
3 randomly select at least one token from the set of tokens, and award at least one predefined prize  
4 to a player having the selected token.

1                   39.     (Original) The computer-readable medium of claim 37, wherein the  
2 computer-readable code adapted to convert tokens comprises computer-readable code adapted to  
3 determine a cash value for each token by dividing a predetermined cash award by the number of  
4 tokens in the set of tokens.

1                   40.     (Original) The computer-readable medium of claim 39, further  
2 comprising computer-readable code adapted to pay at least a subset of the players the cash value  
3 of at least a subset of the tokens in the player's token account.

1                   41.     (Original) The computer-readable medium of claim 37, wherein the set of  
2 tokens comprises all tokens awarded to all players.

1                   42.     (Original) The computer-readable medium of claim 37, wherein the set of  
2 tokens comprises all tokens awarded within a defined time period.

1                   43.     (Original) The computer-readable medium of claim 37, wherein the  
2 computer-readable code adapted to convert tokens operates at the expiry of a predetermined time  
3 period.

1                   44.     (Original) The computer-readable medium of claim 37, wherein the  
2 gambling game comprises one selected from the group consisting of:  
3                   video poker;  
4                   slot machine;  
5                   blackjack;  
6                   roulette;  
7                   sports pool;  
8                   sports book;  
9                   keno;  
10                  bingo; and  
11                  solitaire.

1                   45.     (Original) The computer-readable medium of claim 37, wherein the  
2 gambling game comprises a casino game that is modified to increase payout sufficiently to  
3 provide a statistically positive return to players.

1                   46.     (Original) The computer-readable medium of claim 37, wherein the  
2 computer-readable code adapted to convert tokens operates after a predetermined number of  
3 definable units of gameplay.

1                   47.     (Original) The computer-readable medium of claim 46, wherein each  
2 definable unit of gameplay comprises a game.

1                   48.     (Original) The computer-readable medium of claim 37, wherein tokens  
2     are persistent over at least two gaming sessions.

1                   49.     (Original) The computer-readable medium of claim 37, wherein tokens  
2     expire after a predetermined time period.

1                   50.     (Original) The computer-readable medium of claim 37, wherein the  
2     gambling game is implemented using a network-enabled user interface for accepting input and  
3     providing output across a network.

1                   51.     (Original) The computer-readable medium of claim 50, wherein the  
2     network comprises the Internet.

1                   52.     (Original) The computer-readable medium of claim 37, wherein the  
2     gambling game is implemented on an automated game machine.

1                   53.     (Previously presented) The computer-readable medium of claim 37,  
2     wherein the source is an account funded by one or more advertisers.

1                   54.     (Previously presented) The method of claim 20, wherein the source is an  
2     account funded by one or more advertisers.

1                   55.     (Previously presented) The system of claim 1, wherein the source is an  
2     account funded by one or more advertisers.